THE GAME

Welcome to Fly Spy, by Richard Aplin master of the CPC universe and total lunatic.

Instructions (by Richard Aplin!) Please Note; the game will crash if any expansion units (other than the disk) are present – for security reasons. Sorry!

SCENARIO

Long, long ago, in a galaxy far, far away (Scunthorpe, 1983) lived a wicked, sour, cruel, and generally nasty professor. (His Amstrad had just blown up) and to wreak his vengeance on society (and Alan Sugar) he decided to build a super-computer. Having spent a fun afternoon doing just that, he sat down and thought up a really rotten thing to do with it. Being a typical warped genius, his plan was to use his super-duper-machine to infiltrate the National Grid control system, and force the poor little thing to make random power-cuts all over the country. This fiendish conspiracy would cause everyone's computers to seize up in mid-program and sit there sulking.

This simply must be stopped. The authorities started a nationwide search for someone ... anyone ... Who would undertake the dangerous task of getting inside the super-computer ... there are certain criteria that this brave hero must fulfil; namely ... incredible mental strength, great intelligence, a full knowledge of hi-technology, and, most important, a strong lack of the urge to have a long life. So what do you do?? Yes! You run like hell for the nearest exit!!! Unfortunately, everyone else seems to have had the same, cowardly idea a few seconds before you ... OH DEAR ... You seem to be the only one left in the hall ... You're so brave! You are shrunk by latest scientific means (a giant washing machine, on the 'no wollens setting') and given a natty little metallic-blue helicopter (number plates and delivery included) for your travels. This has a small fuel tank, and a special, limited-edition, customised, shield unit (with go-faster stripes). This suave runabout has a standard equipment interface, so that you can attach any equipment left lying about inside the computer, and use it.

You built it in '0 5 Whitte' chipboard computer will help you make a total fool of yourself when attempting to put an end to the super-computer.

There are several intelligent units dotted around inside the metal monster, and you can use these to jump short distances and save you a lot of time and fuel. However, ... there is a catch ... (isn't there always?) you must have both a telekey and you must know the code for the station you wish to go to. While teleporting you must try the E.N.C.T.'S (extremely nasty crawly things) which try to abort your illegitimate use of the system. (That's just an excuse for me programming a certain type of sub-game!!) That's all the buff blurb and I'm NOT giving away any hints on how to complete the game ... except ...

1. If you are trapped ...
   a) Look for levers.
   b) Shoot enemies in sight
2. You need the N-Bomb to complete the game, so take it with you when you find it!!!

Always write down anything that you may discover ... (cryptic eh?) an explanation: your helicopter actually behaves like a helicopter, in that your vertical speed is dependant on the amount of extra weight you are carrying, and your rotor speed.

All the objects in the game have different weights (eg the bomb is very heavy) so if you are carrying a very heavy load you will drop like a stone! Similarly, if you are hovering and you drop a heavy object then you will zoom up. To help you control your craft, on the top right of the screen is a gauge that shows your weight as a red bar, and your rotor speed as a white line.

When the line is in the red, you go down, when in the grey, you go up! To hover you just get the line on the edge of the two. (I know it sounds complicated, but it's easy to get the hang of) Other instruments there are two horizontal gauges, the level of which is indicated by a red line. The top one shows fuel level, the bottom shows your shield strength. If your shield reaches zero then you die, if you run out of fuel then your rotors stop ... and you drop! Please note ... as in real life, the faster your rotors spin, the more fuel you use. Your craft normally moves in slow mode. If you feel really adventurous, try CTRL + F. (CTRL + S is for slow again.)

You will find little units scattered around that, if you land on them, will store you position. When you die you can guess where you start off again ... can't you???

There are four little boxes next to the fuel and shield meters. These show, from top left score, lives left, mode, and a device counter ... the device counter is only shown for certain objects (such as laser) and is a count of the remaining uses of that object. So, for the laser, it's a count of the remaining shots. (It can be recharged with the ammo chest) the serious stuff ... at any time during the gameplay, you can redefine the controls by holding down CTRL and pressing 'R'. The controls ... UP ... increase rotor speed (and therefore fuel consumption) down ... opposite of above. LEFT + RIGHT ... obvious?! Activate ... perform currently selected action, on currently selected object. SELECT ... select object slot. MODE ... select action (mode) to do. To select the mode, (eg. drop, use, etc) either use the 'mode' button you have chosen, or press a key 1-7, where 1 = USE and 7 = HELP!! The modes ... USE ... use the object selected. DROP ... drop selected object, but can only be done if there is a blank space behind the ship! CLOCK ... display time elapsed since the game started. PAUSE ... PAUSE game (and clock). SUICIDE ... for when in unescapable situations. HELP!! There are two different things that HELP!! can perform: If you are sitting on a transmodulator (a little grey thing) and you use HELP!! then the T.M. will be activated ... the device will, if used, change the object you have currently selected into one of 3 other useful objects. For example if you are very low on shield, and you use HELP!! the T.M. changes the selected object into a battery.

You can transmodulate any object, but it can only be turned into a battery, fuelcan, or ammo chest, (or left as it is) ** VERY IMPORTANT ** don't transmodulate any objects that you will need to complete the game, as once the change is made, it cannot be reversed!!! The other HELP!! if you are not touching a T.M. and you HELP!!, then the other use of HELP!! is for when you have run out of fuel and you don't have a fuelcan (SILLY YOU). I hope that was confusing enough. It confuses me anyway. Oh yeah, score can be transmuted too.

If you have enough, it will convert some into fuel. 100 Points = 1 Gallon of fuel. Right, that's all the help you're getting. Go save the world the stop sitting around here doing nothing. Go on.

LOADING INSTRUCTIONS

Press control and small ENTER key together.
START tape